

SYSTEM, METHOD, AND APPARATUS FOR EARLY CULLING

ABSTRACT OF THE DISCLOSURE

A method of graphics processing includes determining a non-depth conditional status
5 and an occlusion status of a fragment. Such a method may be used in culling occluded
fragments before expending resources such as processing cycles and memory bus usage. In
one example, a scratchpad stores depth values of robust fragments and is used for occlusion
testing. Graphics architectures, and methods that include use of representative Z values, are
also disclosed.